

ATARI

GAME MANUAL
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JAGUAR™ CD

Read before using your Atari video entertainment system.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD

The Atari Jaguar Interactive Multimedia CD is intended for use exclusively with the Atari Jaguar System.

- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surface.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

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INTRODUCTION

General Drako was one of the greatest military minds ever to work for the United Nations. Not that anyone knew; the peacekeeping forces supplied by countries around the world were a well-kept secret, to be used only when global peace was threatened by radicals and tyrants. Drako slowly and subversively gained control of most of these forces, corrupting them to his own will. Even some of the pilots of the venerated Blue Lightning Squadron turned to Drako in exchange for promises of wealth and power. By the time Drako's betrayal was discovered, his crime net stretched across the globe.

The U.N. leaders were shocked. Something had to be done, and soon, before the rest of the world found out the hard way that something had gone wrong. The forces that remained with the U.N. were eager to stop Drako from achieving his horrible goals. But they would need support from the air: from Blue Lightning Squadron.

This is where you come in. As a rookie pilot, you will test your skills in four training missions. Then you'll choose your first Tour of Duty. Each Tour has four challenging missions that you must get through, using your weapons and your skill to stop Drako's forces from accomplishing their criminal tasks. Do well, and you will be given access to additional aircraft with unique abilities. There are specific goals you must accomplish in order for the missions to succeed. Good luck! A lot of people are counting on you for their survival!

GETTING STARTED

1. Insert your Blue Lightning CD into the Jaguar CD player and close the lid.
2. Insert your Memory Track Cartridge (if you have one) into the cartridge slot of the CD player.
3. Press the POWER button.
4. Press any button to skip the title screens and start the game.



LANGUAGES

To change the language of the text in Blue Lightning, go to the OPTIONS screen (press option) and highlight the box that says ENGLISH. Press the B button to change to French or German. The language setting will be saved on the Memory Track Cartridge if you have one. You must change the language before starting a game.

STARTING A GAME



To start a game, press any button until you get to the SELECT PILOT screen.

PILOT ROSTER- If you are playing for the first time, you will need to create a new pilot. Just select any of the "New Pilot" slots and press a button. You will be asked to select a photo, enter a name and select a difficulty for your new pilot. (NOTE: When entering a name, the yellow arrow will backspace if you make a mistake and the yellow check mark will confirm the name you have entered). Your pilot, and any progress he makes, will be saved on the Memory Track Cartridge if you have one.

ERASE- If you want to start a new pilot but there are no slots available on the roster, you can erase one of the existing pilots by selecting ERASE. This permanently deletes the pilot, so be sure you don't want that pilot anymore.

PILOT STATS- If you want to examine a pilot's record before playing, you can select STATS. This tells you which tours have been completed as well as other information about that pilot.

TRAINING- If your pilot has not completed the training tour, you will have to do so before you can start battling Drako's forces. You will go straight into the briefing screen for the training simulator, and must complete the four training missions.

BRIEFING SCREEN- After passing a security check you are granted access to the MISSION VAULT, which

will give you briefing information explaining the purpose of the tour. You will also have a separate briefing for each mission. You will be told what your objective is, what kind of mission it is (air or ground, attack or escort) and any other intelligence info that may help you on your way.

PLANE SELECT/WEAPON SELECT- Next, you can select the plane you will fly on the mission. You can also configure your plane with Special weapons for ground attack missions if you like (see WEAPONS). Once you are happy with your selection, press any button to start the mission.

CRASHING- If you crash, you will return to the plane select screen and will have to start the mission over. The plane you crashed will not be available. If you crash the last plane you have, your game will end!

MISSION DEBRIEFING- This screen will tell you if you completed the mission, and how well you did. It will also notify you if you have earned a new plane. Then it will lead into the next mission briefing.

FAILED SCREEN- If you fail too many missions you will be "busted" out of Blue Lightning Squadron and your game will be over. Be sure you do your best to complete the objective of each mission!

TOUR COMPLETE- When you complete the fourth mission in a tour, the tour is complete. You will get an overall rating, and you will be awarded stars based on your performance during the tour. At this point, you will be allowed to select your next tour of duty.

NOTE: Each time you finish a tour, your pilot's progress will be saved in the Memory Track Cartridge (if you have one) so that you can continue with the same pilot the next time you play.

WINNING THE GAME- You must complete training, the seven main tours, and a final tour in order to wipe out Drako and finish the game.

GAME CONTROLS

A- Fire missiles

B- Fire guns

C- Fire special weapon

OPTION- Barrel rolls plane 360 degrees

THE BARREL ROLL is the ultimate evasive maneuver. Although your pilot cannot fire weapons during a roll, the chances of being hit are greatly reduced!

Joypad Up- plane Dive, move crosshair down

Joypad Down- plane Climb, move crosshair up

Joypad Left/Right- turn left/right, move crosshair left/right



KEYPAD CONTROLS

1- Afterburner

2- Cruise speed

3- Air Brake

7, 8, or 9- switches in or out of cockpit view

0- Toggles music off/on

* and # - Resets the game

CONTROL OPTIONS

You can change the control configuration from the Options screen. (Press OPTION at any time to access the Options screen. To access this screen during the game, press PAUSE and then OPTION.)

Volume, controls, high scores and other options settings will be saved under your pilot as long as you have a Memory Track Cartridge plugged into the CD player. If you do not have a Memory Track Cartridge plugged in, this information cannot be saved and will be lost when you turn off your Jaguar.

PLANES

As you play the game and score points, you may earn enough for an extra plane. You will receive your first extra plane at 50,000 points, and additional planes every 100,000 points thereafter. If you have enough points to earn another plane, but you already have all available planes, you will automatically receive a new plane if you crash one of your existing planes. Extra planes are awarded at the end of a mission, so you must finish a mission in order to be awarded a new plane. Only the F-18 Hornet will be available during the training missions, but you have an almost unlimited number since the training missions are on a "flight simulator." Once you have completed the "training" tour, you will be awarded three planes: the F-18 Hornet, the MiG-29 Fulcrum and the AJ-37 Viggen. These planes are very real, and if you crash one, you will not be able to select it again. There are seven different planes you can potentially fly:

F-18 Hornet- A good all-purpose plane common to Blue Lightning Squadron.
MiG-29 Fulcrum- a powerful Soviet plane.
AJ-37 Viggen- an all-purpose Swedish plane.
A-10 A Thunderbolt II- Also known as the "Warthog," ideal for ground attack.
F-14A Tomcat- An excellent air-superiority fighter.
AV-8B Harrier II- capable of hovering in mid-flight (use airbrake button).
Tornado GR.1- a British plane that can carry lots of ordinance.

The list above is also the order that the planes will be awarded if you earn enough points. When you have been awarded all seven planes, you can continue to earn back any planes that have been lost or destroyed. They will be awarded in the same order, skipping any planes you already have.

WEAPONS



All planes can fire Missiles and Guns. Each plane can carry a limited number of Missiles, but unlimited ammo for Guns.

GUNS- Guns can be used to shoot air or ground targets. Some targets are sturdier than others, requiring a larger "spray" of bullets. Guns are not as deadly or long-ranged as missiles, but they never run out. (Note: The A-10A's gun is more powerful than the guns on the other planes- it's a specialized 30 MM Gatling Cannon!)

MISSILES- As you fly along, you will see rectangular yellow "missile lock" icons appear over ground and air targets in front of you. When you fire off a missile, the icon will turn red, indicating the missile is on it's way. Missiles do more damage and require less aiming than guns, but you can carry only a limited number of them. The amount you can carry differs from plane to plane. Also, the range and accuracy of your missiles will differ depending on the plane's AVIONICS statistic.

SPECIAL WEAPONS

For Ground Attack missions, you will be given access to special weapons. If you decide to equip your plane with a special weapon, you will have to sacrifice a few missiles to make room for the special weapons. Some planes can carry more special weapons than others, but most planes carry three if a special weapon is chosen.

CLUSTER BOMBS- These bombs spit out hundreds of deadly bomblets, perfect for taking out large clumps of enemies with a single drop. You have to time them just right to get the most out of them. Cluster bombs are green and squat, with yellow stripes and short fins.

NAPALM BOMBS- These bombs start a deadly line of flames rolling along the ground, damaging anything in their path. They are ideal for taking out enemies that have lined themselves up (along a road, for example). Napalm bombs are aluminum colored and have no fins.

SLAMR BOMBS- "Strike Land Armor Munition- Remote." These specialized armor piercing bombs are ideal for destroying large targets (marked with a diamond-shaped lockon). You must take SLAMRs on missions with a large target. BE SURE you save your SLAMRs for the large target! SLAMRs are blue with a sharp point and large fins.

Note: The A-10A always comes equipped with 6 special weapons if a ground attack mission is being played- these cannot be substituted for additional missiles! Also, the F-14 can never carry Cluster Bombs or Napalm Bombs. Keep this in mind when selecting a plane for ground attack missions.

GAME SCREEN DESCRIPTION



SCORE- This is your current score.

DAMAGE METER- This shows how much damage your plane can take. It starts out green and turns red as your plane gets hit by missiles or bullets.

MISSILES- This shows you how many missiles you have. A large missile graphic represents ten missiles.

SPECIAL - If you have selected a special weapon, this shows you how many you have left.

PROGRESS BAR- This shows how far through the mission you are. As you progress through the mission, the yellow bar turns black.

YOUR PLANE- This is your plane- watch to see if you are taking damage from enemy fire.

ESCORT ARROW- This arrow will point towards the escort plane during escort missions, so you don't lose track of them. It points forward, left, right or backward.

CROSSHAIR- This shows you where your guns are pointing. Use the crosshair to aim at targets with your guns.

HINTS AND TIPS

GROUND MISSIONS- Make good use of your guns, especially against targets that don't shoot back. Use missiles on hostile enemies so you can avoid their shots, or when there are too many targets to hit with guns. Note down if there are lots of rows or clumps of enemies, so you can remember to take Napalm or Cluster Bombs next time. Slow down to hit targets, and speed up to avoid enemies.

AIR MISSIONS- For incoming planes, fire your missiles early and barrel roll to avoid them. For outgoing planes, get behind them with guns or missiles. If they get too far away, they may outrun your missiles, so use afterburners to keep up.

ACE PLANES- Use afterburner and air brake to get behind enemy Ace planes. Fire guns and missiles when you are behind them. Use barrel roll to avoid their fire if they are behind you. During ground missions, try to lure them into crashing into mountains.

ESCORT MISSIONS- Keep the escort plane in view or just behind you- if you are too far away, enemies can do a lot of damage to it. Try to kill enemies early, before they have a chance to damage the escort plane. Be careful not to shoot the escort, and be sure you stay alive for the whole mission!

SPECIAL TARGETS- When you are given SLAMR bombs, don't drop them until you get to your objective target and get the diamond lockon. You can also fire missiles at special targets, but guns won't do enough damage.

NOTES



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